Unit

+ killed
+ zapped
+ ucref
+ sound
+ name
+ filename
+ old_state
+ damages
+ SubUnits
+ mounts
and 53 more...
csvRow
networked
serial
net_accel
attack_preference
unit_role
nebula
shieldtight
fuel
afterburnenergy
and 13 more...

+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()

Planet

+ satellites
# terraintrans
# atmosphere
# terrain
# TerrainUp
# TerrainH
# inside
# atmospheric
# radius
# gravity
# insiders
# lights

+ ~Planet()
+ AddSpaceElevator()
+ AddFog()
+ AddAtmosphere()
+ AddRing()
+ AddCity()
+ DisableLights()
+ EnableLights()
+ AddSatellite()
+ endElement()
and 17 more...
+ ProcessTerrains()
# Planet()
# Planet()
# InitPlanet()
# Planet()